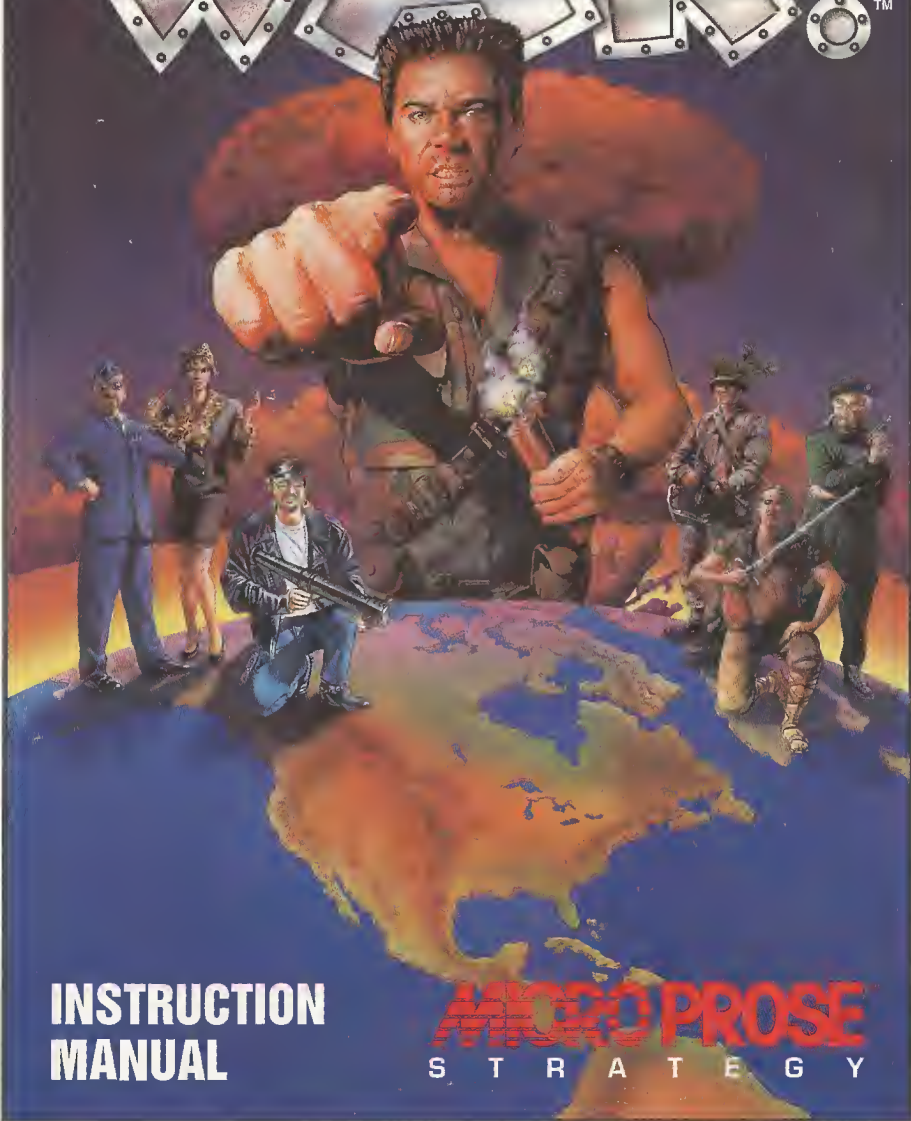


THIS MEANS

WAR!

TM



INSTRUCTION
MANUAL

MICRO PROSE
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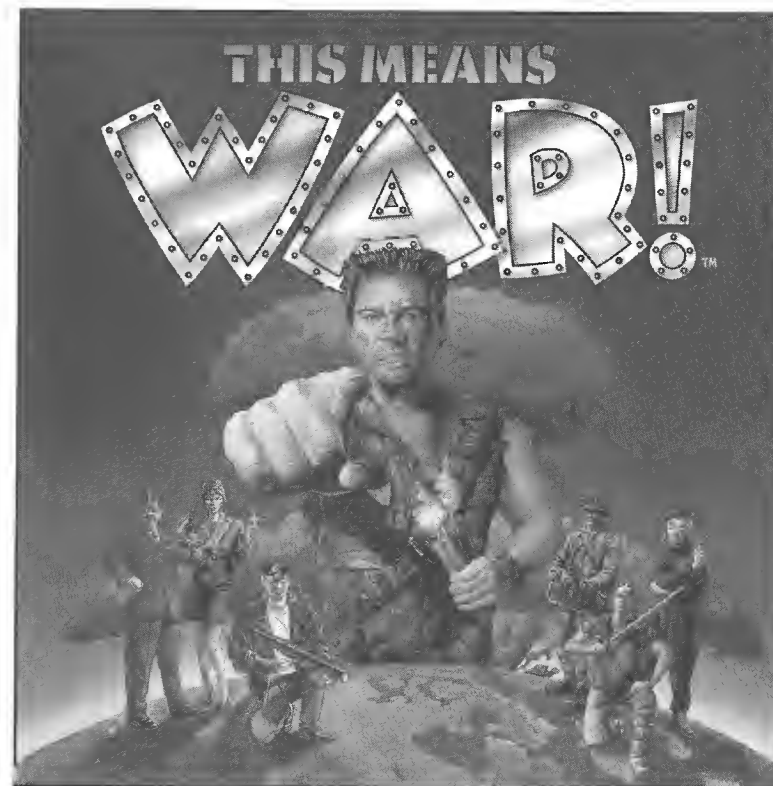
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"Turning and turning in the widening gyre
The falcon cannot hear the falconer;
Things fall apart; the center cannot hold;
Mere anarchy is loosed upon the world,
The blood-dimmed tide is loosed, and everywhere
The ceremony of innocence is drowned;
The best lack all conviction, while the worst
Are full of passionate intensity"

*William Butler Yeats**"The Second Coming"*

In the last years of the twentieth century, lifestyles reached a climax of avarice and greed. Governments became entangled in economic competition against super-conglomerates. Entire nations defaulted on loans, causing banks to falter worldwide. People rushed to withdraw their life savings, dealing severe financial damage to the remaining banks. Just as had happened in 1929, the world was plunged into a time of want, imbalance, and desperation.

Most companies went bankrupt, but the mightiest amongst them were merely reduced from mega-powerful corporations to major companies. One such firm, M.R., Inc., bought Microfirm, once the most promising computer game manufacturer. As is typical in such takeovers, the top executives of Microfirm were fired and replaced by administrators sworn to uphold the new policies. Sheldon Hawkins II, founder and former CEO of Microfirm, was so distraught at the loss of his company that he tried to commit suicide. He was committed to a mental institution. M.R., Inc. continued to thrive as the need for escapism grew.

Two years ago, a new game was released by a brand new manufacturer called Mad Rabbit Software. The game "Snark Hunter" first appeared on various networks and on-line services, with the first level as a free sample. No one knew anything about the game's creator save that this creative genius went by the name "Shadowhawk". The *Snark Hunter* demo spread like wildfire to every college and university campus throughout the world.

Within six months of *Snark Hunter's* commercial release, everyone was playing the game and it was on every home computer, office computer, and notebook; there was even a special version for hand-held computers. The multi-player version was introduced via satellite to all the cable and telephone systems. Everybody loved *Snark Hunter*.

On Monday morning, March 15, at 12:01 AM, the world was set back one hundred fifty years. The computers that had run heating and air conditioning, yielded stock prices, printed term papers, and given the populace relief from stress died. At first, no one knew what was happening. American and European satellites confirmed that Japan had suffered a nationwide power outage. When the Smolensk nuclear reactor melted down, the world panicked.

Trying desperately to contact countries inside the spreading blackout, Europeans and Americans worked frantically to comprehend the situation. Was the source of the devastation from Asia or another continent, from outer space, or from inside the planet's core? No one knew.

The enigmatic answer first emerged in a radio message from Germany to England: "Unknown (ssh)rus attache(sshzz) to computers program. Shut down all(sshzz... shzhzz...)" It was too late; Germany and the rest of Eastern Europe fell to the blackout that was rapidly covering the world. It was the computers; they were the source of the problem. The remaining nations quickly debugged all computer programs, finding nothing wrong. When England finally succumbed, the two American continents shut down all nuclear reactors and declared martial law.

A very few small regions managed to retain the power and conveniences of modern living. There were mass migrations to these areas, which were not equipped to support the sudden population explosion. Mass transport ground to a halt, and food became scarce. Famine overtook both the darkened major cities and the tech-possessing enclaves. Violence followed.

Survivors of the violence formed into groups centered around cunning, charismatic, and powerful individuals. The search for food evolved into a search for weapons and technology. At first, it was only to protect against looters, but eventually weapons once again became a means to acquire power.

Universities with their own backup power sources and isolated computers had found the source of the mayhem. It was *Snark Hunter*. Expertly hidden computer viruses with specific purposes and the ability to spontaneously mutate to avoid detection had brought the world to its knees. Efforts to locate *Shadowhawk* went into high gear. Strangely, no trace of *Shadowhawk* could be found. She, he, or they seemed to never have existed.

Rumors about *Shadowhawk* began to circulate, originating with the Riot Tribes that ravaged the countryside. *Shadowhawk* had supposedly returned, this time with an army and the power to take over the world. No one knew who, where, or what *Shadowhawk* was, but occasionally a straggler would be found stumbling across the countryside babbling about UFOs, humans with eyes like cats that could see in the dark, and other such strangeness.

A few months ago, General Noah Adams rallied the remnants of the US, Canadian, Mexican, and Nicaraguan military under a single banner. By using his charisma and the theories of history's top commanding officers, General Adams welded his troops into a single fighting force. One day, General Adams' Aide de Camp shows up on your doorstep, introduces herself as Major Cassandra Clark, and tells you that you're needed. She has the papers ready to push through your promotion to Colonel; all you need to do is pack.

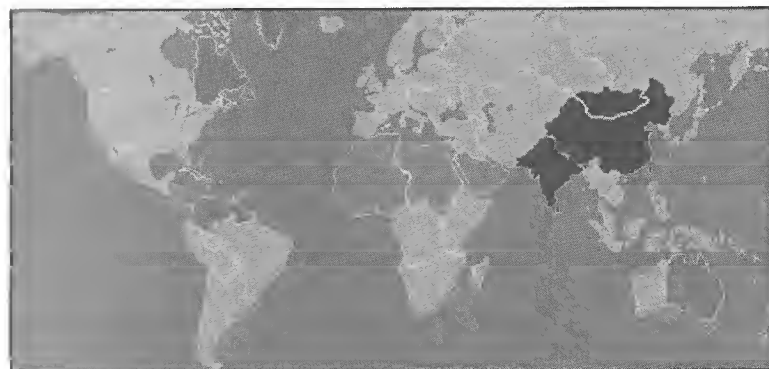
SPECIAL NOTE:

Whenever you see the term "units", it refers to personnel, vehicles, and structures. Also, the terms clicking, right-clicking, click and drag, and double-clicking need some further explanation. Wherever you see "Clicking," that means you must move the arrow over the object you are to "click" on and then press the Left Mouse Button. If you see "Right-clicking," that means you have to move the arrow over the object you are to "right-click" on and press the Right Mouse Button. When you see "Click and Drag," that means you must click on the desired object and hold the Left Mouse Button down while you move the arrow to the designated position. Finally, if you see "double-click," that means you must move the arrow over the object you are to "double-click" and press the Left Mouse Button twice in quick succession.

TUTORIAL

Welcome to **This Means War**, a combat simulation in which you, a soldier of the Free World Alliance forces, fight for the fate of a world gone insane. It is a world where battles are fought over precious food supplies, a world where power matters more than morals, a world where only the strong survive.

To start this tutorial, click on the START GAME button found in the Main Menu. After Major Clarke gives you a briefing of the current situation, a geopolitical map appears. This map outlines areas owned by the FWA and all other groups in their organizational colors. After each victory, the area that you fought for changes to orange, the color of the FWA. Your enemies, however, are also trying to expand their territories, so don't be surprised when an area that was previously neutral comes under enemy ownership.



When you are finished looking at the map, click anywhere on the screen to get to the battle. The game starts paused, giving you a chance to look at your forces. Right now, your forces consist of two Light Infantry units and one Battle Bike. Also, you have a Steel Mill, two Oil Wells, a Command Center, and a Farm. Finally, you have a Barracks from which you can create more Light Infantry units or Engineers. It's a good thing, too, because you're going to need a larger force if you plan to protect your complex from invasion.

Before we continue the game, get used to moving the map around with the arrow cursor. Do this by right dragging towards the Battle Screen border. If you would prefer to move the map by using scroll bars, click on the *Scroll Bars* option in the *View* menu. Just as in any other Windows application, the horizontal scroll bar moves the map view left and right and the vertical scroll bar moves the map up and down.

Now, click on the different structures that you see. Notice that each structure has a specific toolbar. For a description of each button inside that toolbar, refer to the section on Basic Toolbar Information and Orders. After you have examined each toolbar, click on the *Slow* option in the *Speed* menu. This starts the game at a slow pace. As soon as possible, click and drag on the Command Center up and to the right, until the red square that appears turns green. After it turns green, release the mouse button. You have just built your first Tent City. Seconds later, you will see your Tent City grow into luxurious houses.



By this time, your soldiers have spotted enemy troops coming from the east. Before they charge to intercept, click on one of your Light Infantry. In its toolbar, click on the *Stop* button. Do the same for the other Light Infantry Unit.

Setting the Light Infantry units to *Stop* makes the units hold their positions. When an enemy unit comes into range, the Light Infantry units will fire but maintain their position.

Now, click on the Barracks structure. When the toolbar appears, click on the bottom button. From the unit menu, click on Light Infantry. Next, click on the Quota button until a two rows of tanks appear inside of the button. Finally, you're going to have to set the Barracks on go by clicking on the *Go* button and attack by pressing the *Attack* button. You have just ordered your Barracks to produce Light Infantry units indefinitely.

When the new Light Infantry unit appears, click on it to view its toolbar. In a unit toolbar, you can see the amount of damage that the unit has taken (noted by the color bar) and the amount of kills that the unit has (noted by the skulls). Obviously, your new unit has no damage and no kills. Click and drag on the Light Infantry unit to an enemy unit. When the cursor turns into a crosshair, release the mouse button. Your Light Infantry attacks the enemy unit. Notice that the target for the Light Infantry unit is outlined in red. This designates that unit as a target. As each new Light Infantry unit appears, click and drag on that unit to a target, just as you did with the first unit. Now, watch the fire fight.

Eventually, you're going to have enough units to overcome the enemy opposition. When that happens, you're going to have to hunt for the enemy complex and destroy their Command Center. To send your troops out, click on a unit and drag it to the east. Once you reach a point far enough away from your complex, release the mouse button. Notice that a small white oval appears over the place in which you just released the mouse button. This signifies that point as the unit's destination. Move all of your units in the same manner.

After a little time, your units find the enemy complex and start to attack it. Continually send new troops in the direction of the enemy complex to help in its destruction. After your troops find the enemy Command Center, order them to destroy it by clicking on a Light Infantry unit and dragging that unit to the enemy's Command Center. Once the Command Center is destroyed, you win.

As an overview, here are some suggestions you should keep in mind each time you play **This Means War**.

- Always make sure you have enough population and food to support your military. Do this by clicking on any population center that you own. Look at its toolbar. If you don't have enough population to support your military, it becomes harder to create more units.
- Always leave a defensive force behind to protect your complex. Just because you are on the verge of victory doesn't mean you can't still lose.
- Lastly, a note from Sun Tzu, an ancient Chinese philosopher whose works on war still apply today. "In general, the strategy for employing the military is this: If your strength is ten times theirs, surround them; if five, then attack them; if double, then divide your forces. If you are equal in strength, engage them. If fewer, circumvent. If outmatched, avoid them."

INTERFACE

THE MAIN MENU



Every game of **This Means War** starts at the Main Menu. Here, you can:

- Start a New Game,
- Load an old game,
- View the Introduction,
- Change the Settings or
- Exit.

To start a New Game, click on the START GAME button. To load an old game, click on the LOAD GAME button. You must then select the file name of your saved game. If you wish to see the introduction, click on the PLAY INTRO button. To leave the game, click on the EXIT button.

MISSION BRIEFING



In order to receive instructions from Major Clarke, you are equipped with the Deetronics CMU 7000 video link transceiver. It uses an encrypted satellite up-link system to relay messages from Command H.Q. to the unit itself. It allows for both voice and video information. Through this piece of equipment, Major Clarke is able to send you your orders and intelligence information with a low probability of enemy interception. Feel safe that the information she gives you comes from her intelligence operatives and not from enemy infiltrators. Sometimes, however, your enemies might be able to break through the encrypted codes to relay a message.

When you first receive a message from Major Clarke, she gives you a briefing of the current situation at home and the mission you've been assigned. Listen to her instructions carefully. After her briefing, a color coded map representing the current geopolitical boundaries appears. With each victory, another country enters into the Free World Alliance.

THE BATTLE SCREEN



After you finish with the briefing, your view switches to the Battle Screen. Here, you move your units, give them orders, and find out information about your enemy. On the right side of the Battle Screen is the Unit Toolbar. Along the top row of the Battle Screen are your menu options. These are File, View, Sound, Speed, and Help. Within each of these menus is a list of options.

File

- Surrender** By clicking on the Surrender option, you end the mission without completing it. You then return to the Main Menu.
- Save** To save the game that you are playing, click on the Save option.
- Save As** To save the game under a different game name, click on the Save As option. When the Save As window appears, type in the new name of the saved game. When you're finished, click on the Save button.
- Exit** To quit the game and return to the Program Manager, click on the Exit option.

View

- Toolbar** To toggle the Unit Toolbar on and off, click on the Toolbar option in the Settings Menu.
- Status Bar** To toggle the Status Bar on and off, use the Status Bar option in the Settings Menu.
- Scrollbars** To toggle the Scroll Bar on and off, click on the Scrollbars option in the Settings Menu.
- Map Tips** To toggle the Map Tips on and off, use the Map Tips option. When the Map Tips are on, a small box appears, naming any object that the cursor is over in the Settings Menu.
- Shading** To toggle the shading on and off, click on the Shading option in the Settings Menu. Turning the shading on delineates the outer limit of units' visual ranges.
- Button Tips** To toggle the Button Tips on and off, use the Button Tips option in the Settings menu. With Button Tips on, a small box tells you the name of the button that the cursor is over.
- CMU** To toggle the CMU (the Mission Briefing Screen) on and off, click on the CMU option in the Settings Menu.
- Properties** By clicking on the Properties option, you can view what type of units you have, the type of units your army has killed, the speed of the game, the type of song that plays, and the level of sound that the effects and the music play.
- World Map** To view the world geo-political map, click on the World Map option.
- Score** To view your score, click on Score option. Your score consists of the amount of time that you have played in the mission, the total kills your troops have, and the total kills your enemy has.
- Hint** To view a hint, use the Hint option. When you use this option, Major Clarke gives you more information on the enemy via the CMU video link.

Sound

- Music Level** To increase or decrease the music level, click on the Music Level option and select the appropriate volume.
- SFX Level** To increase or decrease the sound effects level, click on the SFX Level option and select the appropriate volume.

Speed

- Pause** To pause game play at any time, you can use the Pause option. You can still issue orders and assign tasks while the game is paused.
- Slow** To play at a slow speed, click on the Slow option.
- Normal** To play at the normal speed, click on the Normal option.
- Fast** To play at a fast speed, click on the Fast option.

THE STATUS BAR

The Status Bar is the horizontal bar on the bottom of the screen. Whenever you place the arrow over a unit, information about that unit appears in the Status Bar. You can see the Unit Name, the rank of the unit, Hit points or Damage Level, and what that unit is building along with the amount of minerals it needs to complete the task.

THE MAP WINDOW

To move the view on the Battle Screen, click on the Map Window in the upper-right hand corner of the screen. By clicking on a specific section of the Map Window, you move the Battle Screen to that point. In this way, you can quickly give orders to your soldiers all across the battlefield.

BASIC TOOLBAR INFORMATION AND ORDERS



Whenever you want to give commands to your personnel, vehicles, or buildings, use the Toolbar or right click on the unit. The Toolbar contains general information about that unit and the commands it can accept. Below is a list of all the basic orders available in **This Means War**.

BASIC INFORMATION

Unit Name

The type of unit (i.e., Light Infantry, Heavy Tank, Steel Mill, etc...).

Hit Point Bar

The Hit Point Bar gives you a graphical representation of the remaining hit points of the unit in question. If the bar is green, the unit has more than two-thirds of its total hit points remaining. If the bar is yellow, the unit has more than one-third but less than two-thirds of its total hit points remaining. If the bar is red, the unit has less than one-third of its total hit points remaining. To see the actual number of points left for a unit on your side, move the cursor over the unit on the Battlefield Screen. The number of hit points appears on the Status Bar. To see the amount of damage done to an enemy unit, move the arrow over the unit. It is either Undamaged, Damaged, or Badly Damaged. Damaged units have more than one-half of their hit points remaining, whereas Badly Damaged units have less than one-half remaining.

Reload Time

If the unit has a weapon that it can fire, this gives you the amount of time that the unit takes to reload its weapon before it can fire again.

Storage

If a unit can carry minerals, this gives you the number of minerals the unit is currently carrying.

Production

If the unit can build something, this gives you information about what it is currently building.

Minerals To Go Bar

If the unit is building something, this bar gives you information about how many more minerals it needs to finish.

Rank

This gives you the unit's rank. The higher the rank of a unit, the more accurate they fire and the harder they are to hit. Also, higher ranked troops are able to lead more units in a formation.

Efficiency

This gives you the efficiency percentage of the unit. Efficiency affects the amount of resources and time needed by the unit to complete its task (minerals for Engineers, food for people, etc...). After completing construction, this number goes up by one.

Material Bar

Units that provide energy, population, or food have a Material Bar. The Material Bar consists of two bars, one on the right and one on the left. The bar on the right is the total amount of materials available. The bar on the left is the amount of materials required. If the bar on the left is greater than the bar on the right, production and movement slow. If the required materials far outweigh the materials available, you might have to build another structure that can produce the required material. For more on structures, refer to the Units section.

Kills

This tells you the number of kills the unit has so far. A white skull represents one kill, a red skull equals five, and a blue skull represents ten kills. Kills give credit towards the possibility of promotion in the field. Promoted troops fire more accurately and are more difficult to hit.

Infantry Onboard

If the unit can carry infantry, this tells you how many infantry units it is carrying.

BASIC ORDERS

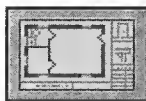
Attack Mode

By clicking on this button, you order a unit to seek to attack and destroy nearby targets.



Build Mode

This button is only available for engineers and construction vehicles. Once you click on this button, the unit begins building at a designated position.



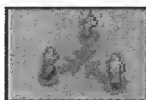
Cease Fire

Clicking on this button stops the unit from attacking until it is otherwise specifically told to attack.



Change Formation

This button is only available for units that are grouped together. Click on the button and the Formation window appears. For more on formations, refer to Groups in the Combat section.



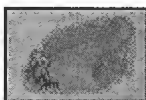
Current Unit

This button is only available for units that can build. By clicking on this button, you determine what unit is going to be built.



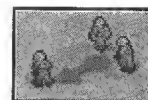
Dirt Road

This button is only available in the Dump Truck toolbar. After you click on this button, the Dump Truck starts to lay a dirt road as it approaches a specified point. Once it uses all of its minerals, the Dump Truck returns to a friendly mine, reloads, and continues laying a dirt road.



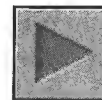
Disband or Drop

This button is only available for units in a formation or units that are carrying artillery or infantry. By clicking on this button, you order those units to disband or drop their units.



Go

Click this button to allow units to follow your orders.



Lock Target

Clicking on this button orders the unit to attack its target until either that target or the unit is destroyed.



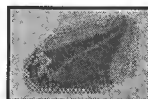
Mining Mode

This button is only available on the Dump Truck toolbar. When you click on this button, the Dump Truck seeks out nearby friendly mines to acquire minerals. It then moves to a friendly Steel Mill unless it is also in a Road Mode.



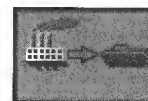
Paved Road

This button is only available on the Dump Truck toolbar. By clicking on this button, you order the Dump Truck to start to lay a paved road as it approaches a specified point. Once it uses all of its minerals, the Dump Truck returns to a friendly mine, reloads, and continues paving the road.



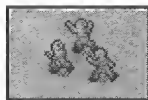
Quota

This button is only available for units that build. Clicking on this button to change the unit's building quota to None, Single, Low, or High. A None quota causes the unit to cease building. A Single quota causes the unit to build only one. A Low quota causes the unit to build five units. A High quota sets the unit to build continuously.



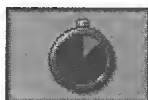
Retreat Mode

By clicking on this button, you order the unit to move away from all nearby threats.



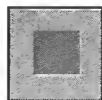
Speed

This button is only available for units that build. By clicking on this button, you change the speed at which the unit builds. The faster you want something built, the more minerals it costs.



Stop

Clicking on this button causes a unit to stop moving and producing. However, it does not stop the unit from attacking enemy units within weapon range.



ADVANCED TOOLBAR INFORMATION AND ORDERS

There are certain orders only available to specific units. Although these orders aren't necessary to win the game, they might prove helpful to you during battle.

ADVANCED INFORMATION

Total Number of Units

This number appears only in the Command Center toolbar. It gives you the number of units on your side.

Total Units Killed

This number also only appears in the Command Center toolbar. It gives you the number of units killed on your side.

Total Kills

This number only appears in the Command Center toolbar. It gives you the total number of enemy units killed. The number of kills is represented by colored skulls. A white skull symbolizes one kill. Red skulls equal five, and blue skulls represent ten.

Fighters in Hangar

This number only appears in the Airfield toolbar. It gives you the number of fighters currently in your hangar.

Jets in Hangar

This number only appears in the Airfield toolbar. It gives you the number of jets currently in your hangar.

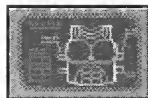
Bombers in Hangar

This number only appears in the Airfield toolbar. It gives you the number of bombers currently in your hangar.

ADVANCED ORDERS

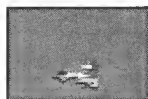
Armor Research

This button is only available in the Research Facility toolbar. By clicking on this button, you order the research facility to work primarily on armor research.



Change Altitude

This button is only available in the Aircraft toolbar. Click on the button to change the aircraft's altitude to Low, Medium, or High. A higher altitude can be beneficial, because the aircraft can view a larger amount of area. However, this also allows other units to see the aircraft from farther away.



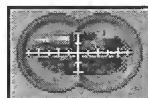
Counterintelligence Spending

This button is only available in the Command Center toolbar. By clicking on this button, you determine your chances of catching enemy spies. For more information on counterintelligence, refer to Spying in the Combat section.



Designate Tile

This button is only available in the Scout and Scout Bike toolbars. By clicking on this button, you order the scout to illuminate a designated tile. This is generally used as a guide for artillery fire.



Engine Research

This button is only available in the Research Facility toolbar. By clicking on this button, you assign the Research Facility to primarily work on engine research.



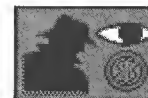
Gather Information

This button is only available in the Command Center toolbar. By clicking on this button, you tell your spies to gather information about the enemy. You can use this information to persuade enemy units to leave their side and join yours. For more about gathering information, refer to Spying in the Combat section.



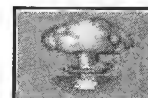
Intelligence Spending

This button is only available in the Command Center toolbar. By clicking on this button, you determine the odds of your spies succeeding in their missions. For more on intelligence spending, refer to Spying in the Combat section.



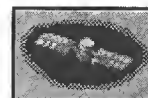
Launch Missile

This button is only available in the Missile Silo toolbar. By clicking on this button, you launch an ICBM toward the enemy Command Center.



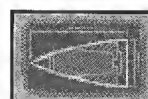
Launch Satellite

This button is only available in the Missile Silo toolbar. By clicking on this button, you launch a rocket with a spy satellite payload. Satellites increase the chance of your units spotting other enemy units.



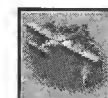
Munitions Research

This button is only available in the Research Facility toolbar. By clicking on this button, you assign the Research Facility to work primarily on munitions research.



Prep Bomber

This button is only available in the Airfield toolbar. When you click on this button, the Airfield moves one bomber onto the runway, preparing it to accept orders.



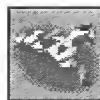
Prep Fighter

This button is only available in the Airfield toolbar. When you click on this button, the Airfield moves one fighter onto the runway, preparing it to accept orders.



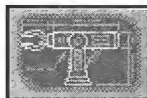
Prep Jet

This button is only available in the Airfield toolbar. When you click on this button, the Airfield moves one jet onto the runway, preparing it to accept orders.



Production Research

This button is only available in the Research Facility toolbar. By clicking on this button, you assign the Research Facility to primarily work on production research.



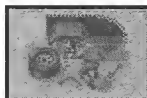
Repair Buildings

This button is only available in the Supply Depot toolbar. By clicking on this button, you cause nearby damaged buildings to undergo repair.



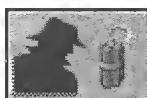
Repair Mobile

This button is only available in the Supply Depot toolbar. By clicking on this button, you cause nearby mobile units to undergo repair.



Sabotage Unit

This button is only available in the Command Center toolbar. By clicking on this button, you order your spies to sabotage and destroy enemy units. For more information about sabotage, refer to Spying in the Combat section.



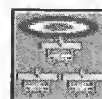
Scramble Bombers

This button is only available in the Airfield toolbar. By clicking on this button, you order all remaining bombers in your airfield to launch continuously.



Scramble Fighters

This button is only available in the Airfield toolbar. By clicking on this button, you order all remaining fighters in your airfield to launch continuously.



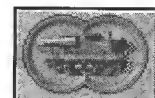
Scramble Jets

This button is only available in the Airfield toolbar. By clicking on this button, you order all remaining jets in your airfield to launch continuously.



Shadow Mode

This button is only available in the Scout and Scout Bike toolbar. By clicking on this button, you tell the scout to follow a nearby target.



Train Officer

This button is only available in the Barracks toolbar. It allows you to upgrade the rank of any nearby units. Once the promotion becomes available, click and drag to the unit you want assigned to be an officer. When you do this, the unit gains all of the advantages of its new rank.



MOVING UNITS

To activate a unit that has the ability to move, click on it. Once it becomes active, its toolbar appears. Click and drag that unit to its new position. When you release the mouse button, a small white oval appears over the point where the unit will end its movement.

Sometimes obstructions — enemy units and the like — prevent a unit from reaching its specified point. If a unit cannot reach the point that you want it to because of an obstruction, it will approach as close as possible. Once the unit can reach the destination, it will continue moving.

GIVING ORDERS

After you have activated a unit, click on the proper order in its toolbar. In some instances, you have to give the unit a target in order for it to successfully complete its order. In that case, click and drag the unit to the target, then release the mouse button. Below are three examples of giving orders to a unit.

Example 1:

I want my barracks to produce a unit of Light Infantry. I click on the barracks in the Battle screen, then I click on the *Current Unit* button found in the toolbar. From the list, I click on Light Infantry. Next, I click on the Go button. Now, I click on the *Quota* button to set the quota at which the barracks builds the unit. Since I only want one unit of Light Infantry, I click on the button until I reach Single Quota. With these orders, the barracks starts to produce a Light Infantry unit.



Example 2:

I want my newly created Light Infantry unit to attack an enemy Light Infantry unit that has strayed too far into my complex. First, I click on my Light Infantry unit to activate it, then I click and drag the cursor from my Light Infantry unit to the enemy unit I want to destroy. As soon as the arrow cursor goes over the enemy unit, the cursor changes into a crosshair. I then release the mouse button to target the unit. My Light Infantry then moves towards the enemy unit and attacks it.

Example 3:

I want my Engineer unit to build a Gun Turret next to one of my roads. First, I activate the Engineer by clicking on it. Second, I click on the *Current Unit* button in the Engineer toolbar. From the list that appears, I click on Gun Turret. Next, I click on the *Build Mode* button. Then, I click and drag the arrow cursor from the Engineer to the place I want the Gun Turret built. When the flag goes over an area that can accept the Gun Turret, a green square appears. When I reach the area in which I want the Gun Turret, I release the mouse button and a square of cones appears. This labels the area as a site for construction. The Engineer unit moves to this site and starts building.

COMBAT



Whenever you start a game of **This Means War**, you send troops into battle. This means that in order to achieve victory, you must conquer your enemies through combat. By maneuvering your troops into positions where you can rain down fire, you can win. But before you send that Light Infantry unit up against that enemy Heavy Tank across the way, you have to know if you stand a chance of winning—and if so, how much of a chance.

THE DAMAGE TABLE

The amount of damage a unit will inflict depends on the type of weapon it uses and the target unit's armor. A unit can do serious damage or barely scratch its target. The damage chart in the Appendix gives you the average amount of damage a weapon can cause against a specific level of armor. However, some units have weapons that are capable of punching through armor or damaging several units at the same time. If a unit has a weapon code of **AP** attached to its damage number, the weapon is armor piercing. Whenever that unit strikes a target with that weapon, the target armor is halved for determining damage.

If a unit has a weapon code of **EX** attached to its damage number, the weapon is considered explosive, striking all units inside the explosion. Even units away from the explosion can receive damage from flying debris, so be careful to keep all of your units away from a targeted explosion.

If a unit has a weapon code of **I** attached to its damage number, then the weapon is fired indirectly. This means that the weapon can fire in an arc, over terrain and buildings.

Finally, if a unit has a weapon code such as 3 x 15 or 2 x 30, that unit has multiple weapons equal to the first number in the weapon code. Each of these weapons fires simultaneously. Thus, a unit with a weapon code of 3 x 15 has three weapons that fire at the same time, giving the target a triple punch.

The number in a weapon code is the average amount of damage that the unit can cause to an unarmored target.

MOVEMENT

A unit's movement is affected by the terrain through which it is moving. Consult the Appendix for the chart that gives you the multiplier to a unit's movement in terms of specific terrain types.

GROUPS



When you want multiple units to do something as a group, you can either group them or "mass select" them. To mass select units, click on a point away from those units and drag over the units you're selecting. When the square surrounds the units, release the mouse button. Notice that all the selected units are outlined. Now, you can give them all the same orders. Click on any one of the outlined units and give it orders. As soon as you do, all the selected units receive the same orders. Click on a unit not a member of the mass selection to return to normal selection.

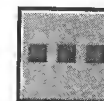
To form a group, click on a unit you want in the group and drag to another unit that you want included. When you release the mouse button, one of the units becomes the active unit (outlined in white). The others are blue (same or lower rank), and the leader is blinking. Repeat this until all the units you want are in the group.

To give the entire group orders, simply give them to the leader. If you want a specific member of a group to do something different than the rest, simply click on that unit and give it orders (this removes it from the group). To return a unit to a group, click on that unit. Now, click on the Change Formation button in the unit's toolbar. Note that all units near the leader in groups led by a ranked unit (e.g., Lieutenant, Captain) gain attack and defense bonuses. However, once a unit leaves the leader's vicinity, that unit's bonuses are lost.

Units in formation are more effective than their scattered counterparts, as they can concentrate firepower. To put a group in formation, click on the leader, then on the Change Formation button. The Formation screen appears. There are eight different formations from which to choose; seven are detailed below. The last, Standard, keeps the units near each other, but in no specific formation.

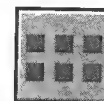
Row

Units in a Row walk side by side.



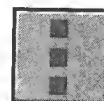
Double Row

Units in a Double Row walk side by side, one row behind the other.



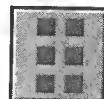
Columns

Units in a Column walk one in front of the other.



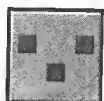
Double Column

Units in a Double Column walk one in front of the other, in two side-by-side columns.



Scoop

Units in a Scoop walk in a position 45 degrees away from each other, with the point in the rear.



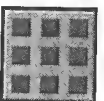
Inverted Scoop

Units in an Inverted Scoop walk a position 45 degrees away from each other, with the point ahead.



Square

Units in a Square walk in a formation where each side of the formation has an equal number of units (i.e., 4 x 4, 3 x 3, 10 x 10, etc.).



If you want to change the facing of the formation, click on the desired direction arrow. To change a specific unit's position inside a formation, click on the desired unit to activate it. Click on the Change Formation button and then on the Change Position button. When you are ready to disband a formation, click on the Disband button in the leader's toolbar.

One final note about Formations. Normally, there can only be six units in any one formation. However, if the formation is led by a ranked unit (e.g. Lieutenant, Captain) there can be more than six. If there is a Lieutenant then there can be eight units in the formation. If there's a Captain, then ten, if a Major, twelve, a Colonel, fifteen, and a General can lead twenty units in the formation. There can only be one leader in any formation so the numbers are not cumulative.

SPYING

On spying, Sun Tzu says "... as for armies you want to strike, the cities you want to attack, and the men you want to kill, you must first know the names of the defensive commander, his assistants, staff, door guards, and attendants. You must have spies search out and learn them all." When fighting a war, you have to consider that your enemies are trying to undermine your authority, reap dissension in your ranks and sabotage your supply lines. Naturally, you'd like to do the same to them, while at the same time protecting yourself from enemy infiltrators. To send spies out, to either sway enemy units to your side or to sabotage them, you need to spend resources. The more resources you spend, the greater your chance of success. To do this, go to the Command Center toolbar. Click on the Intelligence Spending button to set the amount of minerals you want to spend per second.

Now, click on either the Gather Information button or the Sabotage button to set the type of spy. By gathering information, you are able to sway units to your side. By using sabotage, you are able to damage and destroy enemy units. This includes personnel, vehicles, and structures.

Naturally, your enemies are trying to do the same thing to you, so you might want to spend some resources in counterintelligence. To do this, click on the Counter Intelligence button in the Command Center toolbar. As with Intelligence Spending, the more minerals you spend per allotment, the greater your chance of stopping enemy infiltrators. A one dollar allotment approximates ten minerals. Two approximates twenty and three approximates forty.

UNITS

Units are personnel, vehicles, and structures that you and your enemies use to destroy each other. Each unit has a specific function. It is through understanding and appropriately assigning units these functions that you find victory over you enemies and form alliances with other lands for the FWA.



As you advance through **This Means War**, your scientists discover better means of production, improved military designs, and better infantry training. After your scientists perfect these advancements, you will be able to use these new technologies in your fight for freedom.

REPAIRING

When you are able to build a Supply Depot, you can repair structures and vehicles. Up until that point, your structures and vehicles cannot get repaired.

Click on either the Repair Building or Vehicle buttons to repair units. If you want to repair a specific unit, click and drag the Supply Depot to the unit you want to repair. There is one drawback to the Supply Depot. It can only repair vehicle and structural damage, not personnel damage. Personnel, however, repair themselves after a time of rest.

RESEARCH AND DEVELOPMENT



Once you are able to build a Research Center, you can spend minerals on developing advancements that help increase productivity and the speed, arms, and armor of your units. This new level of technology only affects units produced after the research breakthrough. Unfortunately, the advances a Research Center brings do not carry over to your next mission.

STRUCTURES



COMMAND CENTER

Command Centers are the primary objective in each engagement. In order to win a battle, you must destroy the enemy Command Center or all enemy structures if there is no enemy Command Center. Command Centers are also the areas where you give orders to your spies, find out how many units you have in the battle, how many casualties you have suffered, and how many kills you have inflicted upon the enemy.

Hit points 250 *Armor* 12

RESEARCH CENTER

Research Centers are areas where your scientists test and develop new armor, weapon, engine, and production designs.

Hit points 250 *Armor* 10

SUPPLY DEPOT

Supply Depots are structures that repair and rebuild units that have suffered damage through combat.

Hit points 250 *Armor* 6

AIRFIELD

Airfields are structures that store aircraft when they are not on a combat mission. In order to have air units, you must have an Airfield to store them in. The only unit that does not need an Airfield is a helicopter.

Hit points 250 *Armor* 6

POPULATION CENTERS

In order to produce units, you must have a population willing to work for you. The size of your population determines your rate of production. Without the necessary amount of population, it will be more difficult to produce any more units. If necessary, you can increase the amount of population by moving a group to another location to set up a Tent City. To do this, click and drag from a Population Center to where you want the Tent City to appear, then release. You can only build a Tent City next to a road that you own.

If you don't have any Population Center to start with, click and drag the Command Center to a suitable spot for a Tent City. As time passes, your Tent City grows in population. It then expands to become a Trailer Park. After that, it can expand to Houses, then Apartments, and finally to Skyscrapers.

Tent City

Population 1,000 *Hit points* 50
Armor 2

Trailer Park

Population 2,000 *Hit points* 100
Armor 4

Houses

Population 5,000 *Hit points* 150
Armor 6

Apartments

Population 10,000 *Hit points* 200
Armor 8

Skyscrapers

Population 25,000 *Hit points* 250
Armor 10

FOOD SOURCES

Food is needed to keep your populace happy. If they are not happy, production goes down significantly. Each citizen requires one unit of food. Thus a Tent City of one thousand people needs one thousand units of food to keep them happy. If that food is not supplied, production goes down. Terrain effects the amount of food that each source can generate. Consult the Appendix for the chart that gives you the multiplier for food production in terms of specific terrain types.

Farm

Food Production . . . 5,000 *Hit points* 100
Armor 4

Agro Plant

Food Production . . . 10,000 *Hit points* 150
Armor 6

MINERAL SOURCES

Minerals are needed to make structures, personnel, and vehicles. Without minerals, your operations are limited to the amount of units you have on hand. So, be very careful about protecting your mineral sources.

Steel Mill

A Steel Mill is a structure in which all of your minerals are stored for later use.

Hit points 250 *Armor* 6

Mine

A Mine is a structure that gathers mineral ore from the area on which it is built. A Mine can only be built on an area rich in mineral resources denoted by a red 'x' on the Battlefield Screen.

Hit points 250 *Armor* 8

ENERGY SOURCES

Each vehicle and structure that you own needs energy in order to work properly. There are three different energy sources that appear in **This Means War**. Terrain affects the amount of energy that each source can produce. Consult the Appendix for the chart with the multiplier for production levels in terms of terrain types.

Oil Wells

Energy Production . . . 100 Armor 6
Hit Points 100

Wind Mills

Energy Production . . . 100 Armor 4
Hit Points 50

Solar Panels

Energy Production . . . 100 Armor 2
Hit Points 30

FACTORIES

Factories are the only structures that can build personnel and vehicle units.

Barracks

Barracks produce personnel units.

Hit points 250 Armor 6

Low Tech Factory

A Low Tech Factory produces vehicle units at a very slow rate. Its starting Efficiency Rating is 75 percent.

Hit points 250 Armor 8

Mid Tech Factory

A Mid Tech Factory produces vehicle units at a faster rate than the Low Tech Factory, but is still slower than the High Tech Factory. Its starting Efficiency Rating is 100 percent.

Hit points 250 Armor 8

High Tech Factory

A High Tech Factory produces vehicle units fastest. Its starting Efficiency Rating is 125 percent.

Hit points 250 Armor 8

MISCELLANEOUS STRUCTURES

Bunker

A Bunker provides cover for personnel during enemy attacks. In order to kill personnel located inside a Bunker, enemy units must destroy the Bunker first. To get personnel inside a Bunker, click and drag the personnel unit to the Bunker.

Hit points 100 Armor 10

Gun Turret

A Gun Turret consists of a mechanized gun surrounded by armor. Gun Turrets often surround vital military installations.

Visual Range 4 Hit points 100
Armor 15 Weapon Damage 15
Reload Time 10

Radar

Radar installations extend the range of sight in the surrounding area. Oftentimes, radar placed in key areas can give advanced warnings of massing enemy troops.

Visual Range 15 Hit points 50
Armor 6

Wall

Walls surround military complexes in order to protect vital structures.

Hit points 200 Armor 25

PERSONNEL

GROUND TROOPS



Scouts

Scouts are lightly armored and unarmed. Mainly used to shadow enemy units to find their home base, Scout units are vulnerable to open attack.

<i>Visual Range</i>	8	<i>Speed</i>	15
<i>Armor</i>	2	<i>Hit points</i>	8

Engineers

Engineers are personnel who can build structures. Also, engineers can remove rubble and sparse trees. To remove rubble and trees, move to Engineer to the area. The Engineer automatically cleans the tile. They are unarmed and carry only a minimal amount of armor. Their starting Efficiency Rating is 75 percent.

<i>Speed</i>	6	<i>Armor</i>	1
<i>Hit points</i>	8		

Light Infantry

Lightly armored for fast movement, Light Infantry are excellent for assaulting civilian buildings or delaying enemy vehicles. However, they are incapable of damaging heavily armored units.

<i>Visual Range</i>	4	<i>Speed</i>	15
<i>Hit points</i>	8	<i>Armor</i>	4
<i>Weapon Damage</i>	4	<i>Reload Time</i>	3

Heavy Infantry

Standard infantry throughout most of **This Means War**, the Heavy Infantry boasts a quick reload time. When in large numbers, a group of Heavy Infantry can wreak havoc on any enemy units.

<i>Visual Range</i>	4	<i>Speed</i>	12
<i>Hit points</i>	8	<i>Armor</i>	5
<i>Weapon Damage</i>	5	<i>Reload Time</i>	2

Bazooka

Equipped with hand-held weapons with armor piercing rounds, Bazooka personnel are normally used to soften heavily armored targets. With a slow reload time, Bazooka personnel are often killed after their first or second salvo. Also, Bazooka personnel are practically useless inside tight quarters, so they are poor against structures.

<i>Visual Range</i>	4	<i>Speed</i>	12
<i>Hit points</i>	8	<i>Armor</i>	4
<i>Weapon Damage</i>	6AP	<i>Reload Time</i>	8

Mortar

Mortar personnel are able to fire their weapons without actually having a line of sight. By keeping obstacles in their path and using observers for targeting information, Mortars can heavily damage enemy units. However, their slow reload time provides only a few shots before the Mortar becomes vulnerable to attack.

<i>Visual Range</i>	4	<i>Speed</i>	12
<i>Hit points</i>	8	<i>Armor</i>	4
<i>Weapon Damage</i>	8EX	<i>Reload Time</i>	12

Marines

Trained for engagements, Marines are the best personnel available. Marines use small, hand-held armor piercing weapons that reload very quickly. Combine this with their armor and hit point values, Marines can prove a valuable piece of any combat force.

<i>Visual Range</i> 4	<i>Speed</i> 12
<i>Hit points</i> 12	<i>Armor</i> 6
<i>Weapon Damage</i> 6AP	<i>Reload Time</i> 4

VEHICLES

GROUND VEHICLES

Scout Bike

Stripped down for nearly silent running, the Scout Bike has no armor to speak of and no offensive capability. However, it is faster than anything on the ground except for the highly advanced Light Hovercraft. The Scout Bike is the best choice for finding out where the enemy is located. Keeping a few of these patrolling the area around your Command Center is an effective way to avoid surprise.

<i>Visual Range</i> 6	<i>Speed</i> 60
<i>Hit points</i> 8	<i>Armor</i> 2

Battle Bike

The Battle Bike is the perfect choice for a fast, offensive response. It can hold back advancing enemy foot soldiers until your infantry arrives. However, like the Light Infantry, the Battle Bike is useless against anything more powerful than an Armored Personnel Carrier, merely serving as a roadblock for tanks until it is destroyed.

<i>Visual Range</i> 4	<i>Speed</i> 50
<i>Hit points</i> 12	<i>Armor</i> 4
<i>Weapon Damage</i> 4	<i>Reload Time</i> 4

Dump Truck

Generally used to transport materials from mines to steel mills, this truck can also lay dirt and pave roads. It has a storage capacity of 400 minerals.

<i>Visual Range</i> 4	<i>Speed</i> 30
<i>Hit points</i> 25	<i>Armor</i> 5

Military Truck

The Military Truck can carry up to six passengers and can tow artillery pieces. Unfortunately, it has no weapons with which to defend itself.

<i>Visual Range</i> 4	<i>Speed</i> 40
<i>Hit points</i> 25	<i>Armor</i> 5

Construction Vehicle

Construction Vehicles are able to maneuver large amounts of construction materials, shortening the time needed to complete structures. However, the Construction Vehicle is unable to negotiate hills, thus reducing its effectiveness in hilly terrain. Its starting Efficiency Rating is 100 percent.

<i>Visual Range</i> 2	<i>Speed</i> 20
<i>Hit points</i> 30	<i>Armor</i> 6

Jeep

Able to carry one passenger and one artillery piece, the Jeep has provided the standard transportation throughout several conflicts. Combined with its speed and its effectiveness as a weapon, the Jeep makes for a great scout in times of need.

<i>Visual Range</i> 4	<i>Speed</i> 50
<i>Hit points</i> 15	<i>Armor</i> 4
<i>Weapon Damage</i> 6	<i>Reload Time</i> 8

Rapid Assault Vehicle

The Rapid Assault Vehicle, or RAV for short, does exactly as its name implies, it rapidly assaults targets. Boasting quick reload time with solid weapon damage, the RAV can take on any infantry target. Anything with heavier armor, however, proves to be too much for the RAV.

<i>Visual Range</i> 4	<i>Speed</i> 40
<i>Hit points</i> 20	<i>Armor</i> 8
<i>Weapon Damage</i> 8	<i>Reload Time</i> 5

ARMORED GROUND VEHICLES

Armored Personnel Carrier

Able to carry up to six passengers, the Armored Personnel Carrier is the only choice when it comes to moving infantry into a heavy fire zone fast. It's definitely a plus in maneuvering your field guns away from an enemy advance.

<i>Visual Range</i>	4	<i>Speed</i>	40
<i>Hit points</i>	30	<i>Armor</i>	10
<i>Weapon Damage</i>	8	<i>Reload Time</i>	10

Light Tank

Using pre-catastrophe designs, the Light Tank has a standard 100mm turreted cannon. Combine this with decent armor and fast speed, the Light Tank wipes out personnel. The Light Tank uses tracks instead of wheels to move through terrain, so it sometimes gets bogged down in soft surfaces.

<i>Visual Range</i>	4	<i>Speed</i>	40
<i>Hit points</i>	40	<i>Armor</i>	15
<i>Weapon Damage</i>	15	<i>Reload Time</i>	10

Medium Tank

Improving on the Light Tank designs, Medium Tank manufacturers applied the concept of break-away armor. Whenever a round strikes the tank, armor designs deflect the round and break away. Other improvements include a heavier cannon and a stronger hull.

<i>Visual Range</i>	4	<i>Speed</i>	30
<i>Hit points</i>	50	<i>Armor</i>	20
<i>Weapon Damage</i>	20	<i>Reload Time</i>	10

Heavy Tank

The ultimate design in tracked armor, the Heavy Tank boasts two 75mm cannons that fire simultaneously, a stronger hull and an improved armor design.

<i>Visual Range</i>	4	<i>Speed</i>	30
<i>Hit points</i>	60	<i>Armor</i>	25
<i>Weapon Damage</i> ...	2 x 15	<i>Reload Time</i>	12

Missile Tank

Using two missile arrays with active terminal guidance, the missile tank provides serious firepower with amazing range. However, its slow reload time makes it vulnerable to counterattacks.

<i>Visual Range</i>	4	<i>Speed</i>	30
<i>Hit points</i>	30	<i>Armor</i>	12
<i>Weapon Damage</i> ...	2 x 15	<i>Reload Time</i>	12

HOVER VEHICLES

Light Hovercraft

Hovercrafts create an air or magnetic cushion that allows them to ride above terrain surfaces. However, it is impossible for the hovercraft to negotiate hilly areas, thus limiting its usefulness. The Light Hovercraft is the fastest ground vehicle available in **This Means War**. It fires three simultaneous armor piercing rounds, punching through all but the heaviest armor.

<i>Visual Range</i>	5	<i>Speed</i>	60
<i>Hit points</i>	30	<i>Armor</i>	12
<i>Weapon Damage</i> ..	3 x 5AP	<i>Reload Time</i>	8

Heavy Hovercraft

Switching off the three armor piercing guns, the Heavy Hovercraft takes on a larger cannon and stronger armor, but loses in speed and reload time.

<i>Visual Range</i>	5	<i>Speed</i>	40
<i>Hit points</i>	50	<i>Armor</i>	20
<i>Weapon Damage</i> ...	15AP	<i>Reload Time</i>	12

YOUR ALLIES

GENERAL FORREST WALKER ADAMS



In his late fifties, General Adams is the product of the revised West Point — with its emphasis on psychology, public relations, and communication skills, along with the usual military history, strategy, and tactics.

Though Adams was trained to command in peace-time, when "Snark Hunter" appeared and society's infrastructure broke down, he immediately stepped into the breach and served as an advisor to the United Nations' task force dealing with the situation.

A few months ago, General Adams rallied the remnants of the United Nations Forces (including the United States, Canada, Mexico, and Nicaragua) under a single banner. Using his charisma and the theories of history's top commanding officers, he has welded them into a single fighting force — the Free World Alliance.

Although he is a brilliant strategist and charismatic leader, he needs others more experienced in military tactics to command in battle. As your former instructor from your days as a student at West Point, he knew he could rely on you as commander of the FWA Overseas Operations theater.

COLONEL JACK McCORMICK



A hero of previous wars, Colonel McCormick was a United States Air Force General when disaster wiped away the boundaries of the country he served. Well-known for his leadership ability, he was General Adams' logical choice for commander of the FWA North American Operations theater, despite his rather eccentric views.

Colonel McCormick is convinced that the fall of the Soviet Union was merely a ruse by the Communist Conspiracy to make the

United States drop its guard and reduce its defense spending. Furthermore, Colonel McCormick blames diplomats for America's deterioration. He feels that if they had identified "Snark Hunter" as the Commie threat he knew it was and declared martial law immediately, there would have been no need for the Free World Alliance. Obsessed with the grandeur of the former United States, Colonel McCormick is determined to reclaim American territory, no matter what the cost. It isn't too hard to see why he earned the nickname "Major Victory" in the Second Korean War.

His radical ideas aside, Colonel McCormick does have a lifetime of military training to draw upon, and knows how to take advantage of all available assets. Given his poor regard for diplomacy, his emphasis is on charging ahead with rapid deployment — especially with tanks, much like Rommel or Patton. Colonel McCormick feels that economics are for wimps and doesn't care much for them, allowing only that they are a necessary evil to provide supplies for his troops.

MAJOR CASSANDRA CLARKE



Although relatively young, Major Clarke is a West Point graduate with combat experience. She distinguished herself as a Lieutenant in the U.S. Army (XO to the then Captain Adams) during the Second Korean War and as a Captain in Army Intelligence during the Peruvian Police Action. She knows her strengths and weaknesses.

As General Adams' aide de camp, Major Clarke is very protective of the General and is suspicious of the General's unconditional trust in you. However, the General believes

that the Major will come around once you have proven yourself worthy of your command.

Whatever her opinions of your abilities, Major Clarke is a specialist in intelligence gathering and is your primary source of information about what's going on in the outside world. Her information is rarely complete, but usually accurate.

COUNTESS ANASTASIA ROMANOV

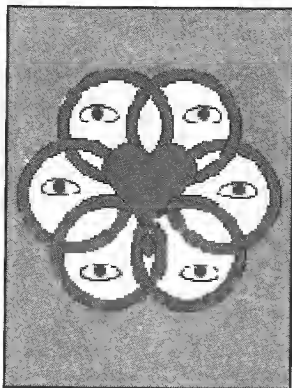


Known by both lovers and enemies as Countess Nasty, Anastasia imagines herself the classic femme fatale. She possesses the tactical brilliance of Rommel and the personal habits of an alley cat. The Countess has always been fascinated with powerful men, and makes it quite clear that she would much prefer to be allied to the winning side.

Descended from a long line of pampered aristocrats, Countess Romanov is arrogant and vain, preferring a life of luxury adorned with the trappings of war. Deeply insecure, the Countess has molded herself into the fiercest, strongest leader she can be. Ruthless and driven, she concentrates her forces into line-breaking blitzkrieg charges, designed to penetrate deep into enemy territory. With a large peasantry and an educated middle class to draw upon, her forces are only limited by construction and training time. Anything and everything that could be useful in a military campaign, she has. The Countess' territories include what were once Scandinavia, Russia, Poland, and the Balkans. Positioned in the heart of Europe, Countess Romanov is a valuable FWA ally with the best of Russian psychology — the same fight-to-the-death intensity that saved Leningrad in W.W.II and the willingness to fulfill a scorched-earth campaign rather than let the enemy take her territory. Her color is pink on the Geo-Political map.

YOUR OPPONENTS

CROCODILE GHANDI



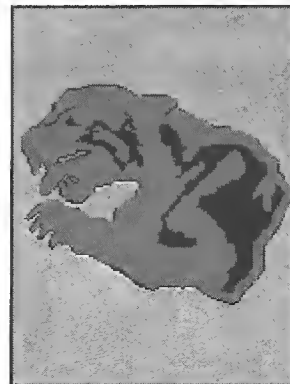
Crocodile Gandhi is the spiritual and corporeal leader of the Australian-based Church of Universal Siblinghood. Intentionally and carefully non-sexist, this establishment draws followers with a promise of peace, love, and understanding guaranteed by the Crystals of Power, said to be given to Gandhi by alien visitors.

In truth, Gandhi grew up in a commune and discovered an un-hippy-like love of power over others. As founder of the Church of Universal Siblinghood, he has

become an absolute dictator of ancient biblical proportions, controlling the lives (and deaths) of his people, his "family."

Ghandi appears content to squat in his highly defensible, luxurious blockhouse and rely on a strong defense — using his army, weaponry, mine fields, and anything else he can acquire. He rarely goes on the offensive unless personally insulted — or someone else has something he wants. Considered a prophet, Gandhi will eat well while his people starve, if necessary. His color is green on the Geo-Political map.

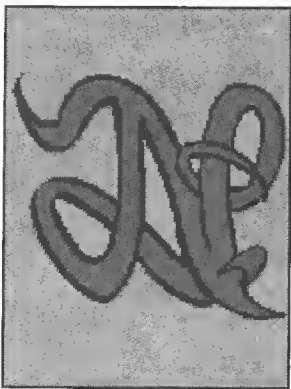
MONDO KHAN



Mondo Khan epitomizes the rejection of technology and embodies the belief in personal strength. He does not want to rule the world; he has no other long-term goal. Mondo Khan believes as Genghis Khan believed "The greatest happiness is to vanquish your enemies, to chase them before you, to rob them of their wealth, to see those dear to them bathed in tears, to clasp to your bosom their wives and daughters."

Mondo Khan's army is strictly a mobile force, flowing across what were formerly Siberia, China, Mongolia, India, and Southeast Asia. He has no centralized base. Khan possesses only low-level technology and wins by sheer force of numbers. His emphasis is on rapid movement, using only the few special, high-tech weapons his forces capture. Mondo Khan knows how to live off the land, how to scavenge what he needs, and how to conquer nature. He takes all that he finds: food, minerals, and all finished materials. His color is red on the Geo-Political map.

NAPOLIENNE



Imagining herself as the reincarnation of Napoleon I, Napolienne believes that a unified world is logical and right.

Rather than let the world fall to the barbarians, she'll claim their territories one by one, being careful to avoid Napoleon's mistakes in Russia — one opponent at a time, not the enemy *and* the weather. She is a benevolent dictator at heart, with only the best intentions for her people, but on a long-term, not a short-term basis.

Wearing the uniforms of Napoleon she "liberated" from various European museums (a poor fit), Napolienne might be easily dismissed as a mental case. However, she has studied military tactics and strategy and knows much about Napoleon's methods. Moreover, Napolienne learned from her namesake that supply lines are essential, and therefore insists on treating her troops well — food is a priority, as is good equipment. She places her emphasis on troops, mobility, and brilliant leadership. She also uses air power and spies whenever possible to understand her opponent.

Napolienne's command center is a chateau in what was France. The entire structure is well planned and designed for maximum efficiency and livability. Smaller cities radiate out in a circle from her "Town Center" with farmland between them and factories nearby. Barracks are located near factories and power sources for best defense. Always keeping her long-term goals in mind, Napolienne maintains a fine balance between production of enough food, energy, and minerals to keep her people and her troops well supplied. Her color is purple on the Geo-Political map.

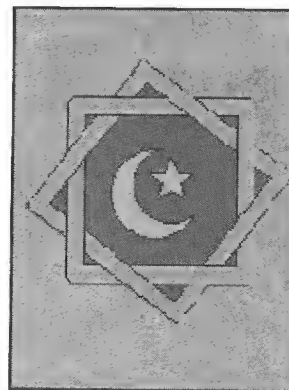
SHADOWHAWK



Shadowhawk is probably just a myth that sprang out of the chaos surrounding the Snark Hunter-induced crash. Savior in one story, demon in another, this

legendary figure is said to be waiting to forge worldwide peace out of the rubble. Other tales name Shadowhawk as the architect of humanity's current sorrows. What's true? Since no one has ever seen this person, it could be all of the above — or none. It's anyone's guess. Shadowhawk's color is black on the Geo-Political map.

SHEIK OMAR



His past history unknown, rumors abound that Sheik Omar is a former British officer who stayed out too long in the Middle Eastern sun. Although his territory houses ancient stores of chemical and biological weapons, supplies are running out and he needs a power base to prevent his people from becoming economic slaves to the world's industrialists. Omar began his jihad to gain fame and respect, but his motivation quickly changed to winning, regardless of the cost in lives.

Sheik Omar boasts of superior forces, but maneuvers recklessly. He buys the fastest and best technology he can afford, but fails to devote the amount of time needed to properly train his people in their use. The Sheik's emphasis is on the noisiest, biggest, and most obvious weaponry available. His intelligence gathering is mostly via the Net, and therefore ineffective. His color is yellow on the Geo-Political map.

TERRAIN EFFECTS

TERRAIN	COST	FOOT	WHEEL	TRACK	HOVER	OIL	WIND	SOLAR	FARM	AGRO	MINE
GRASS	—	x1	x1	x1	x1	x1	x1.5	x2	x1.5	x1.5	x1
DESERT	—	x0.5	x1	x1	x1.25	x1.5	x1.5	x5	x0.5	x1	x1
ROUGH	—	x0.75	x0.5	x0.75	x0.5	x0.5	x1.5	x2	x0.5	x1	x1.5
ICE	—	x0.5	x0.75	x0.75	x1	x1	x1.5	x2	x0.25	x0.5	x1
MARSH	—	x0.5	x0.25	x0.25	x1	x0.25	x0.5	x1	x0.25	x0.5	x0.25
WATER	—	x0	x0	x0	x2	x0	x0	x0	x0	x0	x0
STREAM	—	x0.5	x0.25	x0.25	x1	x0	x0	x0	x0	x0	x0
RIVER	—	x0.25	x0	x0	x2	x0	x0	x0	x0	x0	x0
DIRT ROAD	25	x1.25	x1.5	x1.25	x1.5	x0	x0	x0	x0	x0	x0
PAVED ROAD	50	x1.25	x2	x1.5	x2	x0	x0	x0	x0	x0	x0
TEMP BRIDGE	200	x1.25	x1.5	x1.25	x1.5	x0	x0	x0	x0	x0	x0
PERM BRIDGE	—	x1.25	x2	x1.5	x2	x0	x0	x0	x0	x0	x0

The multipliers on this chart for each movement type modify a unit's speed when on that terrain. The multipliers for resource producing units modify their production rate for a given terrain type. If a multiplier is x0, the unit cannot move onto or be placed on that type of terrain.

TERRAIN	ATTRITION					BOG DOWN		
	FOOT	WHEEL	TRACK	HOVER	FOOT	WHEEL	TRACK	HOVER
GRASS	—	—	—	—	—	—	—	—
DESERT	Slight	—	—	—	—	—	—	—
ROUGH	—	Slight	—	Slight	—	Seldom	Seldom	Often
ICE	Slight	—	—	—	—	—	—	—
MARSH	—	Slight	Slight	—	—	Often	Always	Seldom
WATER	—	—	—	—	—	—	—	—
STREAM	—	—	—	—	—	Often	Seldom	—
RIVER	—	—	—	—	—	—	—	—
DIRT ROAD	—	—	—	—	—	—	—	—
PAVED ROAD	—	—	—	—	—	—	—	—
TEMP BRIDGE	—	—	—	—	—	—	—	—
PERM BRIDGE	—	—	—	—	—	—	—	—

Attrition will damage units when they move. Slight attrition will never reduce a unit's hit points below half of its maximum hit points. The bog down rating for terrain determines how often a unit will become bogged down when it enters a tile. Being bogged down prevents a unit from leaving that tile until it becomes unstuck.

AVERAGE DAMAGE TABLE

Armor Value	Damage Value														
	1	2	3	4	5	6	8	10	12	15	20	25	30	35	40
0	1	2	3	4	5	6	8	10	12	15	20	25	30	35	40
1	0	1	2	3	4	5	7	9	11	14	19	24	29	34	39
2	0	1	1	2	3	4	6	8	10	13	18	23	28	33	38
3	0	0	1	2	3	4	5	7	9	12	17	22	27	32	37
4	0	0	1	2	2	3	5	7	9	11	16	21	26	31	36
5	0	0	1	1	2	3	4	6	8	11	16	20	25	30	35
6	0	0	1	1	2	3	4	6	8	10	15	20	25	29	34
8	0	0	0	1	1	2	4	5	7	9	14	18	23	28	33
10	0	0	0	1	1	2	3	5	6	9	13	17	22	27	32
12	0	0	0	1	1	2	3	4	6	8	12	16	21	26	30
15	0	0	0	0	1	1	2	4	5	7	11	15	20	24	29
20	0	0	0	0	1	1	2	3	4	6	10	13	18	22	26
25	0	0	0	0	0	1	1	2	3	5	8	12	16	20	24
30	0	0	0	0	0	1	1	2	3	5	8	11	15	18	22
35	0	0	0	0	0	0	1	2	3	4	7	10	13	17	21
40	0	0	0	0	0	0	1	2	2	4	6	9	12	16	20
45	0	0	0	0	0	0	1	1	2	3	6	8	12	15	18
50	0	0	0	0	0	0	1	1	2	3	5	8	11	14	17



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